

ABSTRACT

In a network game in which a number of players participate, multiple
players can communicate each other by the user of an IP telephone or an
5 Internet telephone network. A voice receiving section of the terminal unit
12 comprises a game communicating section 51 connected to a game
server via the network, a participant IP managing section 53 for managing IP
addresses of game participants connected online to the network, a network
receiving section 54 for receiving telephone message data and musical
10 sound data via the network, a sorting section 55 for determining whether
received telephone message data includes a prespecified IP address or not
and sending a result of determination to a following extending section 56,
the extending section 56 for restoring the transmitted telephone message
data and musical sound data, a synthesizing section 57 for synthesizing the
15 restored telephone message data and musical sound data in the time-series
mode, and a microphone/speaker I/F section 59 as a connecting section to
a microphone/speaker or other analog equipment.